

# CLASS CRAFT



## Student Manual

*Beta 2014*

# TABLE OF CONTENTS

Introduction .....	3
Game Rules .....	4
Character Classes .....	4
Game Mechanics .....	4
Powers .....	6
Death .....	10
Blood Pact.....	11
Events.....	11
Getting Started.....	12
Analyse the Character Classes .....	12
Preparation for the Launch .....	16
Team Strategy.....	17
Creating the Initial Team Strategy .....	17
Developing a Strategy .....	20
Establish a Personal Strategy .....	21
Mastering Critical Situations.....	24
Problem #1 .....	24
Problem #2.....	26
Problem #3 .....	27
Problem #4 .....	29
Tips and Tricks .....	30
Frequently Asked Questions .....	33

# INTRODUCTION

Classcraft is a role-playing game designed to be played in classrooms. Each student takes on the role of a character and works to gain special powers. One of the game's main objectives is to boost students' motivation to study and participate in class by adding an entertaining element to their education, which is game playing. However, for the student, the task of getting the most benefit from Classcraft is actually quite complex, as the student players must develop a strategy for themselves, but also for the team they belong to, so that they can advance in the game. If the students don't master the different characteristics of the game, then the game will be more harmful than beneficial for them.

Thus, this ensemble of tutorials was created with the goal of guiding all students who wish to play Classcraft onto the best path. There are text-based tutorials and we also created video tutorials to demonstrate some gameplay elements. These tutorials will help the student develop a better idea of how to be a good player in Classcraft, but also how to best exploit the game's advantages.

# GAME RULES



## CHARACTER CLASSES

In Classcraft, each player chooses a character class. Each character class has its own powers that allow players to progress in the game. The three classes are Healer, Mage and Warrior. As the name suggests, Healers perform healing functions in the game. When a team player loses life points, Healers can use different powers to restore life points to that player. Healers may also use these powers on themselves. Mages are the game's energy suppliers, so they provide action points. Mages can use their powers to give other players the action points they need to use their powers. Lastly, Warriors are the game's protectors. When a team player is about to lose life points, Warriors can use protective powers to absorb the damage on behalf of the player, while simultaneously neutralizing part of the damage so that Warriors lose fewer life points. The purpose of having several character classes is to promote teamwork. The most efficient way to progress in the game is as a team, since a lone player cannot have access to all the powers available.

## GAME MECHANICS

Classcraft has several game mechanics that make the game both interesting and fun. Firstly, all players have life points (HP). As long as they still have at least one life point left, players can avoid certain consequences. Players lose life points when they engage in negative behaviour. Below is a list of behaviours that can result in losing life points.

BEHAVIOUR	HP
Arriving late to class	10
Disturbing the class	5
Arguing with the Gamemaster	10
Being negative, lacking motivation or slacking off in class	20
Incomplete homework	30
Per point below a 60% score on a test	5

Players only have a certain amount of life points, depending on whether they chose to be a Healer, Mage or Warrior.

All players also have action points (AP). Action points allow players to use certain powers. For example, if a Healer wants to use the “Heal 1” power, it will cost them 15 action points. When a player does not have any more action points, they cannot use their powers. As with life points, each player starts with a maximum quantity of action points, and this maximum depends on whether they chose to be a Healer, Mage or Warrior.

In addition to life and action points, players have experience points (XP) as well. Experience points determine a player’s progression in the game. The more experience points a player earns, the further they progress in the game and gain access to more powers. To earn experience points, the player must engage in positive behaviour. Here is the list behaviours that earn experience points.

BEHAVIOUR	XP
Finding a mistake in the class notes	50
Per point above a 70% score on a test	20
Correctly answering a question in class	60
Helping another student with their classwork	75
Helping another player by using your powers	5 AP
Being positive and hard working in class	100

Experience points are tied to game levels. Gaining levels marks a player's progression in the game, but it is also by leveling up that players' powers become stronger. At the beginning of the game, all players start at Level 1. To level up, players must earn 1,000 experience points at each level. As a player levels up throughout the year, they earn power points. With power points, players can purchase powers. Each game level gives a player 1 power point, and the cost of each power depends on its rank in the "power tree." Powers in the first tier of the power tree cost 1 power point, while those of the second and third tiers cost 2 and 3 points respectively.

The only way to earn life points (HP) is by using powers. All players earn 4 action points (AP) per day, even when there is no class.

## POWERS

Powers are one of Classcraft's most important elements. They represent the privileges that a player earns as they progress in the game. Some are cooperative, like the Healer's "Heal" power, which helps other team members. Other powers only benefit the individual player. For example, Healers can gain the "Prayer" power, which gives them access to their notes during a test. Some individual powers have nothing to do with studies but they're still fun, like the Mage's "Teleportation" power. This gives the player 2 minutes to leave the classroom to pick up material, get a drink of water and so forth. Powers are the reason students want to play Classcraft.

When the game starts, players do not have all the power points they need. They must level up to earn power points (PP) and purchase more powers. Once a power has been purchased, it belongs to the player for good, but using it means spending action points (AP). In order to help you understand the powers, here is a list of powers that a player may possess, depending on the character class they have chosen:



## MAGE POWER TREE

MAX HP: 30 / MAX AP: 50

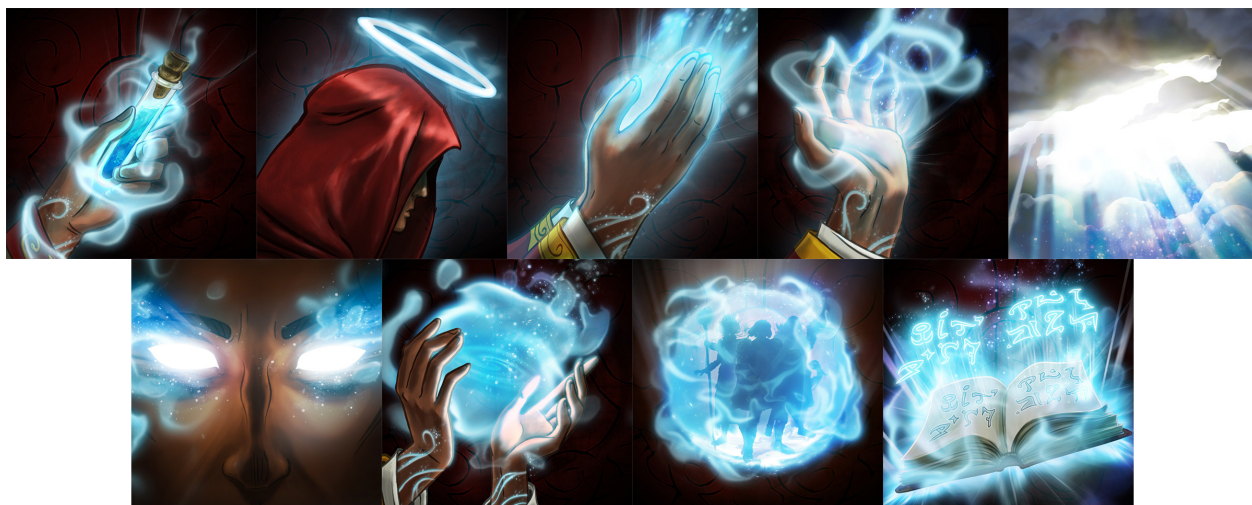
POWER	TIER (PP)	ACTION POINTS	DESCRIPTION	PRE-REQUISITE POWERS
Mana Transfer	1	35	All of the team members, except Mages, gain 7 AP	
Teleport	1	5	The Mage can leave the classroom for up to 2 minutes	
Invisibility	1	10	The Mage can be late for class (maximum 2 minutes)	
Mana Shield	2	3 x Damage	The Mage can transfer damage to his AP at a cost of 3 AP per HP prevented	Mana Transfer
Cheat Death	2	15	A dead teammate (other than the Mage) can reroll the death die, but must accept the new outcome	Teleport
Time Warp	2	35	The Mage gains an extra 8 minutes to beat an exam	Teleport and Invisibility
Fountain of Mana	3	40	A teammate, who isn't a Mage, replenishes all of his AP	Mana Shield
Clairvoyance	3	40	All of the team members get a hint on an exam question	Cheat Death and Mana Shield
Mage Circle	3	80 (40 x 2)	When two Mages use this power at the same time, all of the team members gain an extra 8 minutes to beat an exam	Time Warp



## WARRIOR POWER TREE

MAX HP: 80 / MAX AP: 30

POWER	TIER (PP)	ACTION POINTS	DESCRIPTION	PRE-REQUISITE POWERS
Protect 1	1	10	The Warrior can take up to 10 damage instead of his teammate, receiving only 80% of the initial damage	
First Aid	1	10	The Warrior gains 1 HP/level, for a maximum of 5 HP	
Hunting	1	5	The Warrior can eat in class	
Protect 2	2	15	The Warrior can take up to 20 damage instead of his teammate, receiving only 65% of the initial damage	Protect 1
Ambush	2	20	The Warrior can hand in an assignment one day later	Protect 1 and First Aid
Counter Attack	2	20	The Warrior gets a hint on an exam question	Hunting
Protect 3	3	20	The Warrior can take up to 30 damage instead of his teammate, receiving only 50% of the initial damage	Protect 2
Frontal Assault	3	60 (30 x 2)	When two Warriors use this power at the same time, all of the team members can hand in an assignment one day later	Counter Attack
Secret Weapon	3	25	During an exam, the Warrior can use a cheat sheet provided by the Gamemaster	Ambush and Counter Attack



## HEALER POWER TREE

MAX HP: 50 / MAX AP: 35

POWER	TIER (PP)	ACTION POINTS	DESCRIPTION	PRE-REQUISITE POWERS
Heal 1	1	15	A teammate gains 10 HP	
Sainthood	1	5	The Healer can open or close a window	
Ardent Faith	1	10	During an exam, the Healer can ask the Gamemaster if his answer to a question is right	
Heal 2	2	20	A teammate gains 20 HP	Heal 1
Favor of the Gods	2	20	The Healer can listen to his iPod during classwork	Sainthood
Revive	2	25	When a teammate (not including the Healer) falls to 0 HP, he avoids all penalties and comes back to life with 1 HP	Ardent Faith
Heal 3	3	20	A teammate gains 30 HP	Heal 2
Healing Circle	3	30	All of the team members gain 15 HP	Heal 2
Prayer	3	30	During an exam, the healer has access to his notes	Revive & Favor of the Gods



## DEATH

When a player loses all their life points, they die and must roll the death die (die is the singular word for dice). The death die contains 6 consequences that the player is forced to roll for and receive. Here are the 6 consequences of the death die:

- Nothing
- Saturday-morning detention
- Copying a text (usually 5 pages long)
- 10 minutes docked off the next text
- 5 minutes docked off the next text
- Hand in the next paper 1 day earlier than the deadline

If they have the right power and choose to use it, a team member can save another player who has no life points. If no one saves a player with no life points, the player must roll the death die. Once this is done, the player is returned to life, but with only 1 life point. Plus, all their team members lose 10 life points, and if one of the team members dies as a result of this penalty, the rest of the team loses an additional 10 life points, and so on. The only good news here is that

the same person can't die twice as a result of the same original death. The purpose of this consequence is to encourage players to help each other so that no one will die.

## BLOOD PACT

The Blood Pact represents a player's commitment to play Classcraft until a given course ends. A student cannot play Classcraft unless the pact is signed, and they cannot stop playing once the pact is signed. In signing the Blood Pact, the player recognizes the authority of the Gamemaster and cannot contest the latter's decisions. Players must also accept any changes the Gamemaster might make to the game rules, even if they are not happy with them. To get the most out of Classcraft, players are encouraged to sign the Blood Pact when a game starts at the beginning of the course. However, they can still sign it anytime during the term.



## EVENTS

Different kinds of events occur at the beginning of each class. Some are beneficial, like the “Healing” event, which gives each player 5 life points. Others are unfortunate, like the “Feeble” event, where everyone loses twice as many life points during the period. There are also events that occur outside the actual game. For example, the “Thirst of the Healers” event lets Healers leave the classroom to go drink water. Some events are just funny, like the “Chant of the Master”, which forces the Gamemaster to sing a song chosen by the player who has the

least experience points. The events make the game more fun and keep the players interested. There are an equal number of beneficial and unfortunate events, and everyone has to live with the consequences, even the Gamemaster.

## GETTING STARTED

Now that you have read the rules of the game, you have a better understanding for when you will start to play Classcraft. However, in order to be sure that everyone has the same understanding of the game, your teacher, in his/her role as Gamemaster, should present Classcraft to your class during part of one class, and then take a second complete class to initialize the game so that you can begin to play. In particular, he/she will show you the game engine, which is the software that manages the different game mechanics, like life points, action points and so on. In order to begin the game, the Gamemaster has several tasks to complete during these two classes. However, it is the same for you as well. First and foremost, in order for your teacher to officially include you in the game, he/she will ask you to formally sign the Blood Pact, if you wish to play Classcraft. Pay close attention to this: if you sign the pact, remember that you will not be able to stop playing the game before the end of the course. Think carefully on your decision, and if you are sure of your choice, then sign the pact. Once the blood pact is signed, you will become an official Classcraft player.

## ANALYSE THE CHARACTER CLASSES

In the time between the presentation class and the next class, you should study carefully the three character classes and choose which of the three you would like to become. You have only until the end of the class following the presentation class to make your decision. So, use the free time you have between now and then to reflect on which class you would prefer. To do this, begin by reading the game rules to see which powers each class possesses and to determine the ones that interest you the most. After this, given that there is a risk of dying in the game, you should ask yourself the following question: do you think you will lose a lot of life points while the game is being played? If the answer is yes, then you should take this into

consideration in choosing your class. In order to help you with this choice, here is a more advanced description of each class:



**The Healer:** The Healer is the healer in the game. When a player loses life points, the Healer can use different healing powers to restore life points to the player in question. Of course, Healers can also apply these healing powers on themselves in order to erase any damage they receive. In addition, the Healer possesses a power that is very useful for the other players: the power of “Revive”. This power allows the other players to be saved from death, and at the same time, from the damages that death causes to the everyone on the team. Finally, during exams, Healers possess an ultimate power, the power of “Prayer”, which allows them to use their class notes to help answer exam questions: a very strong power indeed! In the end, with 50 life points and 35 action points the Healer has a balance between strength and survival powers. However, it is evident that this character follows the cooperative path of the Healer, the way of healing. Those players who desire the power of “Prayer” can follow the more individualized path of the Healer, although this path also gives access to the power of “Revive”.



**The Mage:** The Mage is the supplier of energy in the game. When a player is missing action points to use a power, Mages can use some of their powers to supply that player with action points. In addition, the Mage represents the strongest class in the game in terms of power. In fact, they can have a maximum of 50 action points, giving them access to the strongest powers, like “Fountain of Mana”, which permits them to give action points to a single player, or like “Mage Circle”, which permits all team players to have 8 extra minutes to finish an exam. However, Mages are also the class that has the most risk in terms of survival, as they have a maximum of only 30 life points. Therefore, the Mage class is recommended only for those players who are sure of their power to survive with only 30 life points. Those who decide to become a Mage have the choice between several possibilities to progress in the power tree, but the ideal is usually to gain one of the three powers in the third tier of the Mage, either the “Fountain of Mana”, “Clairvoyance” or “Mage Circle”.



**The Warrior:** The Warrior is the protector in the game. When another player is about to lose life points, the Warrior can use different powers of protection to assume the damage in place of the other player, while at the same time neutralizing part of the attack so that the Warrior only receives some of the damage. These powers permit the Warrior to save a player from death and, at the same time, save the other team members from the damages caused by death, which is a great advantage. As well, for the players who risk losing a lot of life points, the Warrior class is an ideal class to choose, because the Warrior can have a maximum of 80 life points, and can even heal themselves using the power of “First Aid”. However, with just 30 action points, the Warrior doesn’t have access to very strong powers and can’t use them very often. During exams, the Warriors have an ultimate power, the power of “Secret Weapon”, which permits them to have a cheat sheet provided by the teacher to help them answer questions, which could be very useful. For the players who wish to become Warriors, different paths present themselves in the power tree, notably a more cooperative path, the path of protection, or again the more individual path that leads to the power of “Secret Weapon.”

Take the time you need to analyse each class, because once you choose your class, you cannot change it. However, don't make your choice official just yet, because while this choice may be your preference, you must also take into account another important element in Classcraft: the teams.

In practice, the teacher, in the role of Gamemaster, chooses teams of between five and seven students and you will find yourself on one of these teams. The goal of creating teams is to ensure a reasonable level of difficulty in the game, but also to encourage cooperation between the players, as some of the powers in Classcraft are cooperative powers that serve to help other team members.

Moreover, it is none other than the Gamemaster who chooses the teams, since it is very important that the teams be balanced. During the class after the presentation day, the teacher will present the teams and then will ask you to choose your class of character. So, even if you have certain precise preferences, these preferences might be in conflict with those of your teammates, and one way or another, you must find a compromise between you.

## PREPARATION FOR THE LAUNCH

During the class after the presentation day, you will also have several tasks to complete for the Gamemaster before the game can really begin. So that you can be prepared for what the Gamemaster will need, here are the different points that you can be thinking about before the next class:

- **Choosing a team name:** Each team possesses a team name in order to increase your sense of belonging, but also to help identify you in the game engine. If your team wants to follow its progression in the game, it is easier to locate a real name in the game engine than an ordinary name like "Team #1".
- **Give your e-mail address to the teacher:** It is also important that you give your e-mail address to the teacher, as your e-mail address will allow you to have online access to the game. Effectively, by giving your e-mail address to your teacher, the Classcraft

team can then get in contact with you to do the required steps for you to get online access.

- **Choose a class of character:** As mentioned above, it is also during this class that you must tell your teacher which class of character you will become. It is therefore important to properly analyse the character classes before this class.
- **Choose your first power:** Finally, you don't just choose your class, you must also choose your first power, as every player starts the game with a tier one power.

These choices should be made according to the needs of the team. This means that during the class following the presentation day, your new team must take a very important step: to establish a team strategy.

## TEAM STRATEGY

To be part of a team is one thing, but to survive as a group, that is a completely different challenge. As a result, in order to get the most benefits out of the game, your team has no other choice than to establish a team strategy right from the start. If no strategy is established, the choice and the utilization of the each player's powers may lead the team into critical situations, like the inability to save a player from death. On the other hand, in developing a good strategy, this type of situation can be avoided. Of course, nothing can be guaranteed, because the team might be extremely unlucky in the events. All the same, a good strategy helps the team to progress in the game.

## CREATING THE INITIAL TEAM STRATEGY

First of all, the team strategy is created in the class following the presentation day. After you have analysed the character classes and you have prepared yourself for the launch of the game, you finally find yourself in the class where the Gamemaster will divulge the teams for the first time. Once the teams are revealed, the Gamemaster will then ask the teams to get together to discuss strategy. It is at this precise moment that you must prioritize the points of team strategy that will remain in place until the end of the entire course.

- **Choosing a class:** for the team to develop a strategy, it must first and foremost determine the class of each player according to the wishes of the team. Does the team need to have the greatest balance possible between the players - that is two Healers, two Mages and two Warriors? Does it instead need more Healers on the team? There are many good possibilities, but it is appropriate to respect the golden rule: in Classcraft the ideal is to have all the classes on your team in order to take advantage of all the powers in the game. Thus, you can have more players in the same class if you wish, but be sure that you have at least one player from each class. Additionally, don't forget that each player has already considered the class that they prefer. Therefore, be sure that the team strategy reflects the wishes of the team members as much as possible. If ever the golden rule is not arrived at automatically, then it is recommended that one of the team players make a sacrifice and take the class of character that no one wants.
- **Choose your role on the team:** Once your class is decided, you must then determine your role on the team. The role of a player is to some extent defined by their usefulness to the team. The most traditional roles are that the healers become Healers, the energy providers become Mages and the protectors become Warriors. However, the Mage and the Warrior can also have the role of diverting damage, which is the role of helping the team in exams and assignments. In effect, this role is performed by the powers of "Clairvoyance" and "Mage Circle" for the Mage, and by "Frontal Assault" for the Warrior. Finally, it must not be forgotten that the Healer can also be a reviver, thanks to the power of "Revive", which is a very important role in the team. In the end, each class has normally two roles to choose from. Obviously if you progress really well in the game, you can eventually play both roles within the class, but at the beginning of the game, you must choose between the two. Here is a table that explains the two roles within each character class:

<b>Class</b>	<b>Role</b>	<b>Focus</b>
Mage	Mana Provider	Focuses on getting Mana powers to help team AP
Mage	Damage	Focuses on getting powers that help the team avoid damage
Warrior	Protector	Focuses on powers that offer protection from damage
Warrior	Damage	Focuses on getting powers that help the team avoid damage
Healer	Healer	Focuses on getting healing powers
Healer	Reviver	Initially focuses on getting the “Revive” power

Generally, it is strongly recommended to have all the roles in the team in order to obtain the best balance possible. So for example, if you have two Healers on your team, it would be preferable to have at least one Healer as a healer, and one Healer as a reviver at the start of the game, but as mentioned above, one of the two could later try to play both roles. Obviously the determination of your role is not obligatory during this first class, but it is recommended because the choice of roles sometimes entails making changes to the choice of character classes, although it will later simplify the choice of your first power.

- **Choosing your first power:** As your Gamemaster will surely advise you, you must not only choose your class of character, but you must also choose your power from the first tier of the corresponding power tree. This choice normally follows according to the strategy developed by the team for the role of each player. For example, if a Healer has the role of healer for the team, it is appropriate that he chooses the power “Heal 1”. However, sometimes the player is faced with more than one possibility. For example, if the Healer decides to be a healer while striving for the “Revive” power, they could start the game with either the power “Heal 1” or with the power “Ardent Faith”. Which is the best to choose in a given case? That depends on the other needs of the team. If the team wishes a reviver as fast as possible, then it is preferable to start with the power “Ardent Faith”. Experience has shown that the ideal is to have as many players as possible start the game with a cooperative power. This will ensure better survival for the

team since a player who is on the point of dying can more easily be saved. So take all this into consideration when it comes time for you to choose your first power.

## DEVELOPING A STRATEGY

Once the class following the presentation day is over, your team strategy should normally be well set. You are working to perfect a brilliant strategy to allow you to progress as quickly as possible in Classcraft. It is best to have finished this strategic team plan before the class when the game really begins, in order to assure that your team gets off to as good a start as possible.

- **Choose the cooperative powers to strive for:** now that you know the class and the role that you will be playing, you should next reflect on the different paths that you might take in your power tree to achieve the cooperative powers. Of course, which paths you take will depend a lot on your role within the team. Therefore, if you are a healer Healer, it is appropriate that you specialize on the cooperative path of the healer. On the other hand, if you are a reviver Healer, your decision becomes more difficult, because the power of “Revive” is easily obtained and you must then think about what happens next: will you become a healer or will you continue down the individual path in the hopes of obtaining the power of “Prayer”. The situation is the same in other cases. For example, a Mage may well have the role of taker of damage, but he still has a choice to make: does he orient himself towards “Clairvoyance” or more towards “Mage Circle”? Therefore these are the different points that necessitate a certain reflection, and not only solitary reflection, but also as a team. Effectively, you must ensure that the choice of powers reflects both the wishes and needs of the team. For example, certain powers need two players in order to use them, like the power “Mage Circle”. In such a case if a team wants to obtain that power, it must ensure that the two mages are moving towards the power in question.
- **Choose a team captain:** In critical situations, like when a player is dying or when several players will lose life points, it is important to get together as a team so everyone can propose their idea about which powers to use to solve the different problems.

However, the problem of thinking in a group is that it is difficult to sometimes take actions because of opposing ideas. Therefore it is generally recommended to have a sort of team captain who can have the last word on team decisions in order to take action instead of just talking. In general, the team captain should be the one who has best mastered the knowledge of the rules and the game mechanics, so that he has the best possibility for his decisions to be the most efficient in countering critical situations. Of course, there is no rule that obliges you to choose a team captain. You could even have two team captains if you wish, but simply know that this idea generally helps teams to respond better to critical situations.

## ESTABLISH A PERSONAL STRATEGY

Now, you have arrived at the point where the game actually begins and ideally your team has a team strategy, which has prepared you to progress well together, so you should take advantage of the rest of the game to think of yourself. Classcraft is not just a team game since many of the benefits concern only the individual and not the group. Therefore, in addition to a group strategy, you must also develop an individual strategy, not just so you can progress well in the game, but also to ensure good results in your education. Of course, you don't have to necessarily forget your teammates and only think of yourself, otherwise the team strategy risks being derailed. Nevertheless, Classcraft is designed to give benefits that will improve your academic success, so why not enjoy them?

- **Aim for one or more individual powers:** First and foremost, if you want to develop a personal strategy, you must first have an overriding goal, and in this case, it is without a doubt that your personal objective should be to gain access to individual powers. Some of them are special privileges, like the “Teleportation” power of the Mage, which allows him to leave the classroom for 2 minutes. On the other hand, other powers represent real benefits for your studies. Notably, we bring to your attention the Healer's power of “Prayer”, of the Mage's “Time Warp”, or once again the Warrior's “Secret Weapon”. In short, each class possesses their own individual powers. Some are easy to obtain, while others, like the third tier powers, demand a lot of time and

perseverance. Begin by aiming for one power that is easily accessible and if you have the chance, you may take a shot for a stronger individual power. However, be sure to always respect your role on your team. For example, if you are a healer Healer, you must say farewell to the power of “Prayer”, but if you are a reviver Healer, you can still go for it as long as your team doesn’t have a problem with it.

- **Score as many experience points as you can:** Of course, if you wish to gain your individual powers, you must gain power points, and to gain power points, you have to gain experience points, as many as possible. In effect, aiming for a power that is easily accessible might seem simple to accomplish, but you must not forget that you need to respect your role on the team. For example, if a Warrior has the role of protector, but wishes all the same to have the power “Counter Attack”, it is possible that the team will want him to have “Protect 2” before trying for the individual power, which means that the Warrior must earn more power points if he wants to have “Counter Attack”. The bottom line is that it is advantageous to earn as many experience points as possible in order to be sure you can get the powers you wish to have. To do this, you must take advantage of all the situations that allow you to gain experience points. As a little reminder about the rules of the game, here is a list of tricks for earning experience points:
  - Work hard on your assignments and study a lot for your exams. Scoring better on your assignments and exams allows you to gain more experience points.
  - Participate in class and be attentive. Answering your teacher’s questions and finding the errors in their notes can pay off in experience points.
  - Help your classmates in their academic work. If there is a forum where students can ask questions, remember that you have the right to answer instead of the teacher and that this will win you experience points if you answer correctly.
  - Work hard during study periods. This will help you gain experience points while guaranteeing you better marks in your exams and earning you even more experience points.

- Don't forget that the cooperative powers also give you experience points. If a player needs your help or you simply have your maximum number of action points, don't hesitate to use your powers.
- **Lose as few life points as possible:** Finally, if you want to gain experience points, you must make sure that there are no harmful elements in your path. For example, a penalty of 5 minutes less on an exam will certainly not help you have a better grade and gain more experience points. But in Classcraft, you only get subjected to penalties when you die, and to die you must lose all your life points. Therefore to avoid being subjected to penalties you must focus on losing the fewest life points possible. To do this, avoid all situations that could cause you to lose life points. As a little reminder about the rules of the game, here is a list of tricks to help you avoid losing your life points:
  - Be sure to never arrive late for class. This would cost you life points without a good reason.
  - Don't disturb your teacher in class. He/she won't be shy about taking away your life points for whatever reason.
  - Don't argue with your teacher (the Gamemaster) over a decision he/she has taken concerning Classcraft. As mentioned in the previous point, they might consider you to be disturbing them and will therefore take away life points.
  - If an assignment is due for the next class, don't forget to do it. You will avoid losing life points while assuring yourself better grades in your exams, so you can gain more life points.
  - Avoid failing your assignments and exams at all costs. By failing, you not only block your access to the best source of experience points, but you also trigger the worst source for losing life points.

# MASTERING CRITICAL SITUATIONS

Even if your team has a good strategy, it is possible that you will be confronted with critical situations where one or more team players take a lot of damage or simply die, as can happen during the events or when the exam grades are entered. Against these problems, the team strategy developed at the beginning of the game will surely help you resolve the problems and return the situation to normal. However, the reality exists that there are often multiple solutions to the same problem, and that from these possible solutions, there is often one that is better than the others, although this is not always easy to find. For example, to heal the team following the entry of the exam results, is it better to use “Heal 3” or “Heal All”? Will one save a player from death by using “Revive” or by using “Protect”? Unfortunately, these questions cannot be simply answered, as there are so many different cases that the best solution to the same problem may change depending on the circumstances. All the same, with experience and knowledge, it is possible to master these critical situations. In other words, to think efficiently during these situations in order to find the famous “best solution”. While experience can only be gained from playing Classcraft, knowledge, however, can be offered in a tutorial. So that you may better meet the challenges of these critical situations, here is a list of problems, including the one above, along with the different scenarios, the best solution for each scenario and a general conclusion for each problem.

## PROBLEM #1

A player dies and the team must save him from the having to throw the death die.

A simple enough problem, as only two options are possible: to save using “Revive” or to save using “Protect”. If you have access to only one of these two powers, then the choice becomes very easy, because to let a player die is the worst thing to do since all the members of the team will then lose 10 life points. However, in the case where you have both powers available to your team, you must analyse the situation carefully.

- **Scenario #1:**

Amount of damage to protect: 30

Powers available: “Revive” and “Protect 1”

**Solution:** It is more advantageous to use “Revive”, because it doesn’t sacrifice any life points. “Protect 1”, if used, would cost 24 life points on the part of the Warrior.

- **Scenario #2:**

Amount of damage to protect: 100

Powers available: “Revive” and “Protect 3”

**Solution:** Once again, it is more advantageous to use “Revive”, even if the team possesses “Protect 3”, because this power insures that the player will be saved, regardless of the number of damage points taken. Therefore, in this case, it costs fewer actions points and life points than “Protect 3”.

- **Scenario #3:**

Amount of damage to protect: 30

Powers available: “Revive” and “Protect 3”

**Solution:** In this scenario, “Protect 3” is the best, since “Revive” is a power that costs a lot of action points and cannot be used very often. Because of this, it is generally recommended to only use “Revive” when there is a significant advantage. So in this scenario “Protect 3” is best, as it costs fewer action points and the Warrior will have to sacrifice only 15 life points.

- **Conclusion:** “Revive” is generally the wisest choice because there is no loss of life points and it is sure to save the player with just one usage. However, “Revive’s” high cost in terms of action points means that “Protect” should be used when it has the same end result as “Revive”. Generally the power of “Protect” should be best if it can save the player from death with just one use, as in scenario #3.

## PROBLEM #2

The team is low on action points and can't use their powers, so they make an appeal to the Mage to solve the problem.

This is another situation that comes up frequently, because the action points get quickly and easily spent. Two powers permit the Mage to help in this situation: "Mana Transfer" and "Fountain of Mana". If you only have "Mana Transfer" at your disposal, then the choice is simple, but if you have both powers, you have to give the situation some consideration.

- **Scenario #1:**

Objective: For the Healer to use "Heal All"

Number of healer Healers: 1

**Solution:** It is best to use "Fountain of Mana" as this power allows one player to receive their maximum limit of action points, no matter how many action points they start with. In this scenario, the Healer can use his remaining action points for a weak power and after the Mage has used "Fountain of Mana" the Healer can then use "Heal All", therefore creating a double healing.

- **Scenario #2:**

Objective: For the healers to use "Heal 1" and "Heal 2"

Number of healer Healers: 3

**Solution:** In this case, the power "Mana Transfer" is the best, because there are three Healers to heal and "Fountain of Mana" would only allow one Healer to use "Heal 1" once and "Heal 2" once before running out of action points. However, if you have only one Mage who has "Mana Transfer", make sure that the three Healers need less than 7 action points to use their power. If this isn't the case, then "Fountain of Mana" becomes the better choice.

- **Scenario #3:**

Objective: For the Warriors to use "Protect 3"

Number of protector Warriors: 2

**Solution:** This scenario is more difficult to manage, as you must take into consideration more elements, like the number of Mages who can help, but also the number of action points needed before the two Warriors can use their powers. Generally, it is recommended to use “Mana Transfer” in such a case, as it increases not only the Warriors’ action points, but also all the other team players, which might allow the Healers to subsequently heal the Warriors. Of course, you must be sure that that the “Mana Transfer” will allow the Warriors to use their powers. If this is not the case, then “Fountain of Mana” becomes the better choice.

- **Conclusion:** “Fountain of Mana” is an excellent power for giving action points to a single player, while “Mana Transfer” is more advantageous when you need to give action points to several players. In a more complex scenario, like Scenario #3, “Mana Transfer” will often be the most useful, but you need to be sure that all the team members will benefit from the extra action points.

### PROBLEM #3

The team members are short on life points and put in a call to the Healer to solve the problem.

This problem could appear simple, but there are several situations where it isn’t so easy to know which healing powers to use, since the healer Healer can possess up to four different healing powers, thus increasing the range of choices. That is why you must once again study the situation.

- **Scenario #1:**

Number of players to heal: 1

Powers available: “Heal 1” and “Heal 2”

**Solution:** Even if the power “Heal 1” costs fewer action points, it is more advantageous to use “Heal 2”, as it gives twice the life points and only costs 5 more action points than “Heal 1”.

- **Scenario #2:**

Number of players to heal: 3

Powers available: “Heal 3” and “Heal All”

**Solution:** “Heal All” is the best power to use, because it has the best HP/AP ratio, which is 15 life points to all team players at a cost of only 35 action points. As for “Heal 3”, even though it restores more life points, to use it to heal 3 different players will cost 60 action points, forcing the Healer to call on the Mages for help, meaning that in the end more overall action points will be spent by the team.

- **Scenario #3:**

Number of players to heal: 2

Powers available: “Heal 3” and “Heal All”

**Solution:** Once again, this last case is more difficult to manage because you have to consider more elements, like the number of Healers who can help, but also the team’s overall situation in terms of life points. Generally, it is recommended to use “Heal All” in this case, as it restores life points to those in need, but also to all the other team members, which could then allow the Warriors to protect those with fewer life points later in the game. Of course, you must be sure that healing would be of benefit to the rest of the team. If the other players already have all their life points, then “Heal 3” becomes the best choice since it uses fewer life points.

- **Conclusion:** When it is a question of only healing a single player, it is always more beneficial to use the healing power that is the strongest: “Heal 3” if the Healer has that power, or else “Heal 2”, because the stronger healing powers have a better HP/AP ratio. “Heal All”, meanwhile, is usually the best choice when you have to heal several players, as it permits restoring life points to the whole team. However, in a more complex situation, like Scenario #3, “Heal 3” could also be best, depending on if you have to heal the whole team or if you have to give the most possible life points to the players

who need healing. The first situation is best solved with “Heal All” while “Heal 3” is perfect for the second situation.

## PROBLEM #4

Posting of exam results has caused several players to lose life points at the same time and the team is asking itself how to resolve this problem.

To solve this final problem, which is both more complex and more generalized, you must become a real master of critical situations. While the earlier problems allowed you to gain knowledge of certain tricks, you must now learn when to apply this knowledge. As countless scenarios are possible, there is only a general answer this time, which is divided into several sections.

- **Are there dead players?** If yes, then you must at all costs save them in order to avoid losing 10 life points for each team member. Generally, in this situation, “Revive” represents the best choice to save the players and this is true even if it would also be possible to save them using “Protect”. In fact, given the fact that several players have lost life points, it might be that the Warriors will be called upon to protect the players who are not dead, but who have only a few life points left, and as a result you will need to be sure that the Warriors keep enough action points to help them. However, it could also be that a Healer decides to save their action points for healing rather than reviving, especially if they possess “Heal All”. However, it is recommended to save a player using “Protect” only if it is really beneficial or if the “Revive” power is not available.
- **Are there players who are in need of healing?** If the answer is yes, the healing power of choice for solving this type of problem is often “Heal All” as the entire team gains 15 life points. If no one on the team has “Heal All” another solution is to direct the damage that the other players receive towards the Warriors by using the powers of “Protect”. Ideally, this will mean that only the Warriors will need healing, and the Healers can then heal them using “Heal 3”, or perhaps “Heal 2”. Plus if the healing

from the Healers is insufficient, the Warriors can still use “First Aid” to complete the healing.

- **Are there players who need more action points?** If yes, then call on the Mages to solve the problem. Generally the best power to use for this type of situation is “Mana Transfer”, especially if there is more than one mage who can use this power. Effectively, using “Mana Transfer” permits the Healers to heal again and the Warriors to protect against larger amounts of damage. However, it could also be that the best power is “Fountain of Mana”, which would allow one player to use a stronger power. The classic example is without a doubt the Healer who wants to use “Heal All”, but doesn’t have enough action points. In a case like this, you must not forget that one single use of “Heal All” can solve the problem so you must make using “Fountain of Mana” a priority so that the Healer can then use “Heal All”.

## TIPS AND TRICKS

- **Choose a cooperative power for your first power.** If all or almost all the players start the game with a cooperative power the team will have a strong advantage, as the players are better equipped to avoid the death of team members, plus using a cooperative power allows them to gain experience points and thus get new powers more quickly. Experience shows that teams that start the game off with cooperative powers survive much better than the teams that don’t.
- **Don’t overlook the Mage class when you are analysing the classes.** Indeed, the Mage is a risky character to play because of their low maximum life points so most players would prefer not to choose the Mage, and some teams may even have a tendency not to include a Mage on their team. However, it is essential in Classcraft to respect the golden rule and to always include all classes on your team so that you can access all the powers of the game. Plus, the Mage is in no way a class to be underestimated, as it has access to the strongest powers in the game and therefore represents an asset to insure that the players succeed in their studies.

- **Keep an eye on your level of life points.** If you have only a few life points remaining, be sure you don't do wrongful actions that would cause you to lose points. You can also ask a Healer to heal you so you can avoid death.
- **Keep an eye on your level of action points.** If your action points are at the maximum level then you should use at least one of your powers, otherwise you can't take advantage of any events that would give you additional action points.
- **If you are a Warrior, don't forget about the power of "Protect".** Many players think that the protection powers aren't useful if you have healing powers on the team, but this is totally false: the power of "Protect" allows you to save a player from death, while the healing powers cannot. Plus, the number of damage points received is reduced when you use "Protect" and this allows you to keep your teammates alive more easily.
- **If you are a Healer, heal someone else as often as possible.** Even if the healing powers of Healers can be used on themselves, when this is done, the Healer gets no experience points since the power is not used in a cooperative sense. If you have two Healers on your team, the best strategy is to heal each other so that you can gain experience points while restoring your lost life points.
- **If you are a Mage and you have "Mana Shield", don't forget to make use of it in critical situations.** This will help the Healers and Warriors do their job as they can then concentrate their efforts on other players. However, don't overuse this power, since your team could also come to you for one of your cooperative powers like "Mana Transfer".
- **Before you use the power of "Mana Transfer", be sure to study the situation.** Make sure that those players who have their maximum level of action points spend some of them first, ideally on a cooperative power, so that they can benefit when you use this power.
- **Before you use the power of "Fountain of Mana" be sure to study the situation.** Remember that the regardless of how many action points a player starts the

game with, this will still be their maximum number of action points at the end of the game. Therefore, before using “Fountain of Mana, be sure that the player you are using it on has spent as many action points as possible, ideally by using cooperative powers, so that they can receive the most benefit from this power.

- **Concerning those who can help the team avoid damages: check your level of action points.** The powers that can avoid damage on behalf of the whole team are very expensive, and if, for example, you know you are going to need them for a specific exam, it is best to save up these action points ahead of time to be sure that you can use them during the exam in question.
- **Make sure that the revivers stay alive.** As these players have the primary role of saving other players from death, it is best to make sure they have as many life points as possible, because if some players die when exam results are given, the revivers need to still have life points in order to revive them.

## FREQUENTLY ASKED QUESTIONS

- **Q:** How do the power trees on the web site work for each character class? What do the arrows mean?

**A:** The power tree for each character class is divided into three parts. The powers in the first tier cost 1 power point; the powers in the second and third tiers cost 2 and 3 power points respectively. The arrows connect certain powers to others. These arrows mean you can only access certain powers after you've purchased other powers first. For example, in the Healer's power tree, you need to have acquired the "Heal 1" power before you can access "Heal 2." Because an arrow connects the two, you will need a total of 3 power points to purchase "Heal 2." That's 1 point for "Heal 1" and 2 points for "Heal 2." In another example, one arrow connects the "Prayer" power to the "Revive" power, and another to the "Favor of the Gods" power. This means that you must purchase both of these before having access to the "Prayer" power, for a total of 9 power points to purchase the "Prayer" power.

- **Q:** Does the maximum amount of life and action points increase when players level up?

**A:** No, because if players had access to more life and action points by leveling up, the game would become too easy since the risk of dying would go down considerably. Earning new powers and more power points are the real rewards of leveling up, as they help the player to be successful in the game and in their studies.

- **Q:** Is there an end to Classcraft? Can players finish the game?

**A:** Yes and no. In theory, the game ends when a player gains all the powers available to their character class. However, players must reach Level 18 to gain all those powers, making Level 18 the "end of the game," so to speak. That's why Level 18 often becomes famous among players. Still, even if a player reaches Level 18, the Blood Pact forces them to continue playing until the course is over. So, for all players Classcraft ends when the course does.

- **Q:** What powers save players from the death die?

**A:** When a player dies and must theoretically roll the death die, two types of powers can save them: the Healer's "Revive" power and the Warrior's "Protect" powers. If a team member uses one of these powers, the player will avoid the death die.

The Healer's "Heal" powers cannot rescue a player from the death die. The "Heal" powers can only be used after a player has rolled the death die or after they been saved by "Revive" or "Protect." The Mage's "Cheat Death" also won't save a player from the death die, but it allows the player to roll the die a second time so they might suffer a lesser consequence.

- **Q:** Will there be events throughout the whole course?

**A:** Yes and no matter which event the game motor randomly chooses, you are obliged to do it. This might seem easy, but some events are particularly discouraging, like the event "Welcome to the Jungle" which causes all the players on a randomly chosen team to lose 25 life points. Still, remember that there are also lots of events that bring you benefits, so don't be discouraged when you get a chaotic event.